TECMO® SUPER BOWL

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EmuMovies

SEGA™

GENESIS™

OFFICIAL SEGA SEAL OF QUALITY

TECMO® SUPER BOWL™

INSTRUCTION BOOKLET

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION

Team NFL

TECMO®

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ system.

Handling Your Cartridge

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
Do not bend it, crush it, or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

TECMO® SUPER BOWL™

--- PLAY INSTRUCTIONS ---

Table of Contents

TECMO® SUPER BOWL™

Tecmo Super Bowl is a football game which simulates real NFL action. Players can experience the entire season - from the summer preseason games to the final Pro Bowl game. You can choose from 3 different NFL season schedules -1991, 1992 or 1993. Or you can play an entire 3 year season from 1991 through 1993. All 28 official NFL teams are included. Each team is made up of 32 players and each player's statistics are based upon data taken from the actual 92/93 NFL season. We invite you to enjoy the excitement of playing Tecmo Super Bowl to your heart's content.

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*THE PLAYERS AND STATISTICS IN TECMO SUPER BOWL HAVE BEEN PICKED FROM ACTUAL NFC AND AFC TEAM ROSTERS. UNFORTUNATELY DUE TO PROGRAMMING AND OTHER LIMITATIONS WE COULD NOT INCLUDE ALL PLAYERS FROM ALL TEAMS. WE HAVE ENDEAVORED, HOWEVER, TO CREATE THE MOST AUTHENTIC FOOTBALL GAME POSSIBLE. IF PER CHANCE WE HAVE MISSED ONE OF YOUR FAVORITE PLAYERS PLEASE ACCEPT OUR APOLOGY.

©Convenient Power-off Memory Function

This game cartridge is equipped with a back-up battery that enables you to save the results of games played. Be careful not to remove the cartridge while the power is on and do not turn the power switch on and off in rapid succession. Doing either of these things may cause damage to the data and scores saved by the back-up battery. (To reset the Memory - see page 22)

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1. Starting up Tecmo Super Bowl

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1 and 2.

2. Make sure the power switch is OFF. Then insert the TECMO SUPER BOWL cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few moments, the Sega screen appears.

4. If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.
FOR GAME PLAY ASSISTANCE, PLEASE CALL:
310-787-2900

Genesis Cartridge

Genesis Control Pad 2

Genesis Control Pad 1

Control Pad

D-button   Start Button   Ⓐ Ⓑ Ⓒ
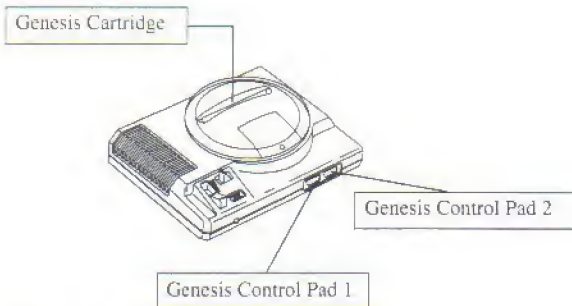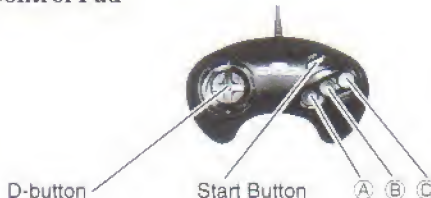
2. Operation of the Control

Pressing any button during the demo screen action will cause the title screen to appear. Pressing any button will cause the Main Menu screen to appear. Move the D-button up and down to make your choices from among the four main menus: preseason game, regular season game, pro bowl and team data. For details concerning the menus, refer to the corresponding sections which follow.

◎ Making menu and data choices

Control Pad

. Main Menu Screen

Start Button
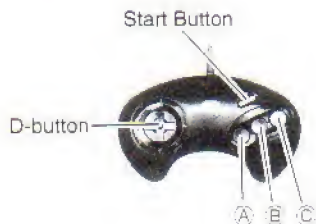
D-button

Ⓐ Ⓑ Ⓒ
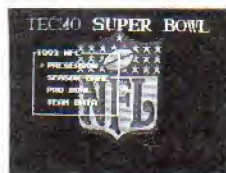
D-button	Used to move the ' ▷ ' mark when choosing items.
Ⓐ or Ⓒ button	Used to make your choices.
Ⓑ button	Used to cancel your choices.

◎ Window Controls

Choosing items	D-button
Entering your choice	Ⓐ or Ⓒ button
Canceling a selection or returning to the previous screen	Ⓑ button
Looking at the player's data for the starters	Start button
Opening the Schedule Window in the Schedule Screen	Ⓐ or Ⓒ button
Opening the Play Strategy Window in the Play Select Screen	Ⓐ or Ⓒ button

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3. Tecmo Super Bowl - Three Game Modes

#1 - Preseason Game

To play a preseason game, begin by choosing "Preseason game" then choose two teams from among the 28 NFL teams listed.
* Data from preseason games is not saved.

. Team Control Window

If you choose "Preseason" from the main menu, the Team Control Window will appear.

☆ Use this window to determine the mode for your game. (see the Team Control page for more details - Page 16)

☆ Once you have selected your game mode, the Team Select screen will appear.

. Team Select Screen

☆ Choose your team and your opponent's team.

☆ Once you have chosen the two teams, the game will begin.

* You can change a team's starting roster before the game begins. (see the Team Data page for more details - Page 11)

For "Preseason" games, you can adjust the time in the quarter and weather by using a "Game Condition" window.
(See the game condition window page for more details)

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#2 - Regular Season Game

Each team plays one regular season game every week during the 18 week season (91/92 and 90/91 NFL schedule, there are 17 week seasons). The teams with the best season records then compete in the playoffs to decide the two Super Bowl contestants. These two teams then play in the Super Bowl to decide which is the world champion. Records for each team and player are kept in the cartridge's memory throughout the entire season.

↓ Options Window

☆ Choose "Season Game" from the main menu and the options window will appear. While this screen appears, you can confirm the game data and change the game settings. Then choose "Game Start" to begin the game. (See the Regular Season Game Data section for more details - page 18)

#3 - Pro Bowl Game

↓ Team Control Window

The Pro Bowl game is an all-star match-up between the best players in the AFC and NFC. The starting line-ups of the two all-star teams can be changed by using the Team Data mode. (see page 11~14)

☆ Choose "Pro Bowl" from the main menu and the Team Control Window will appear. After setting the game mode, choose either the AFC or NFC and the game will begin. (see page 15)

For "Pro Bowl" games, you can adjust the time in the quarter and weather by using a "Game Condition" window.
(See the game condition window page for more details)

⊚ Team Data

When you want to look up team or players data, or when you want to change the starting line-up, choose the team from the list and then press the Ⓐ or Ⓒ button. Data for the team that you have chosen will then appear on the screen. (Refer to page 15 for information concerning the All-Star Team Data Screen.)

↓ Team List Screen

⊚ Team Data Screen

Team Name

Conference and division

① (see page 11)
② (see page 13)
③ (see page 14)
④ (see page 14)

Roster

← Slide to the right or left →
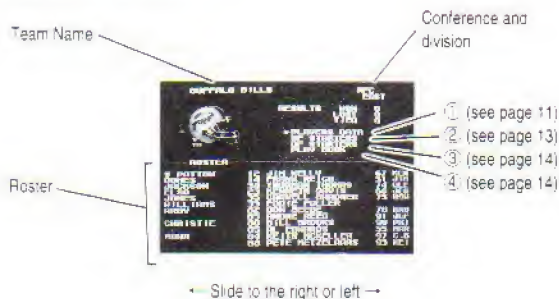
Ⅰ Select "Players Data" to look at data for an individual player.

Use the D-button to select "Players Data" and press the Ⓐ or Ⓒ button and the "▷" mark will be displayed in the roster column. Use the D-button to select the player whose condition and data you want to see. The D-button can be used to move right or left in the roster column. Press the Ⓐ or Ⓒ button to review Players Data.

☆ Looking at the Players Data

- Position
- ⓐ PHYSICAL CONDITION
- ⓑ RECORD
- ⓒ ABILITY

ⓐ... A player's condition is described in five levels.

Excellent	: top condition
Good	: good condition
Average	: average condition
Bad	: in a slump
Injured	: sidelined with an injury

ⓑ... Record

Passing

ATT.	: pass attempts
YDS.	: passing yards gained
COMP.	: pass completions
AVG.	: average yards gained per pass
TD.	: pass touchdowns
COMP. %	: pass completion percentage
INT.	: interceptions
RATING	: rating points

Receiving

NO.	: number of pass receptions
YDS.	: yards gained on pass receptions
AVG.	: average yards gained per reception
TD.	: pass reception touchdowns

Interceptions

NO.	: number of interceptions
YDS.	: yards gained on interception returns
AVG.	: average yards gained per interception
TD.	: interceptions returned for touchdowns

QB Sacks

SACKS. : number of quarterback sacks

Rushing

ATT.	: number of runs
YDS.	: rushing yards gained
AVG.	: average yards gained per run
TD.	: rushing touchdowns

Punt Returns

NO.	: number of punt returns
YDS.	: yards gained on punt returns
AVG.	: average yards gained per punt return
TD.	: punt return touchdowns

Kick Returns

NO.	: number of kick off returns
YDS.	: yards gained on kick off returns
AVG.	: average yards gained per kick-off return
TD.	: kick off return touchdowns

ⓒ Ability

This area displays the abilities of the various players.
The items change depending on the player's field position.

◯ Ability indicators for all players.

Running Speed	: a player's rushing speed
Rushing Power	: a player's rushing strength
Maximum Speed	: a player's maximum speed
Hitting Power:	: a player's strength when blocking or hitting his opponent.

◯ Abilities of running backs, wide receivers and tight ends.

Ball control	Ability to Avoid Fumbles
Receptions	Ability to Catch Passes

◯ Ability indicators for punters and kickers.

Accuracy
Avoid Block

◯ Ability indicators for a QB.

Passing Speed
Pass Control
Passing Accuracy
Avoid Rush

◯ Ability indicators for defensive players.

Interceptions
Quickness

② Offensive Starters

· Use the D-button to select " OF Starters" and press the Ⓐ or Ⓒ button to check and make changes to the offensive starting line up.

Use the D-button and the Ⓐ or Ⓒ button to move the players to and from the "Starter" column.
See the section on line up changes for more details.
(page31)
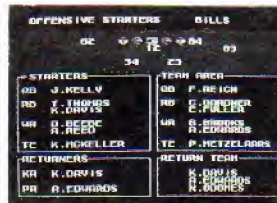
Move the " ◯ " mark to the "starter" position, press the Ⓐ or Ⓒ button and the reset window will appear. Choose "Yes" to return to the original starting line up.
* You can check a player's data by choosing the player's name and then pressing the Start button. (see page 8)

③ Defensive Starters

· Use the D-button to select "DF Starters" and press the Ⓐ or Ⓒ button to check the defensive starting line up or change returners

* The defensive starting line up cannot be changed.

④ Play Book

Use the D-button to select "Play Book" and press the Ⓐ or Ⓒ button to check and make substitutions for the eight plays that a team can use during a game. Each team can choose its plays from among eight play patterns which include four running plays and four pass plays. With this command the offensive team can choose the eight plays for your play book.

Changes can be made to the play pattern that is flashing. Use the D-button to choose the play pattern that you do not want to use and then press the Ⓐ or Ⓒ button.
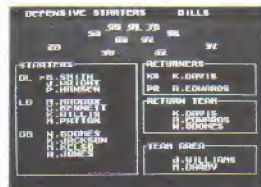
Choose "Data Reset" to return to the original play patterns.

Substitute play patterns will appear in the pass play area when switching from a running play, and in the running play area when switching from a pass play. Move the D-button to the right or left to choose the play pattern that you want to use.

The substitute play patterns will move to the right and left. Bring the play pattern that you want to use to the center of the screen.

◎ Pro Bowl game

When you choose an All-star team from the Team List screen and then press the Ⓐ or Ⓒ button. All-star team data screen will appear.

↓ All-star Team Data Screen

①, ②, ③, ④... See the previous page.
⑤ Move the " ▷ " mark to ⑤ and press the Ⓐ or Ⓒ button, and the " ▷ " mark will be displayed in the "Pro Bowl " Player ("All Stars") column.
Use the D-button to move the " ▷ " mark to the name of the player that you want to replace.
Choose the name of the player that you want to replace, press the Ⓐ or Ⓒ button and the names of the Pro Bowl candidates for each team in the league will be displayed at the top of the screen.

List of "All Stars" candidates.

Players Home Team.

Players Position

*Even an injured player can participate in the Pro Bowl.

⑥ Choose " Reset Players" to return to the original Pro Bowl rosters.

To choose a substitute	Move the D-button up or down to choose a player, then press the Ⓐ or Ⓒ button to enter your selection.
To choose the substitute player's team.	Moving the D-button to the right or left will cause the team display section to slide to the side and be replaced by a different team.

Enjoy the Pro Bowl game by choosing your own all-star team.

◎ Team Control

* Use the following four modes to control your team.

(1) **MAN:** used to control an individual team. (Manual Player)

(2) **COA:** used to enjoy the experience of being the head coach. Use this mode to select the plays, call time outs, and for making substitutions to the line up. During the game the players will automatically move according to the coach's instructions. (Coach Player)

(3) **COM:** used to leave all the controls to the computer. (Computer Player)

(4) **SKP:** used during a regular season game. This mode functions in the same way as the COM mode, but when both teams in a game are in the SKP control mode, the game will automatically be skipped and only the result of the game will be shown. (Same as COM except when SKP vs SKP - see page 16)

* In a regular season game, move the "▷" mark to your team's name and press the Ⓐ or Ⓒ button to change your team's control mode.

Pressing the Ⓐ or Ⓒ button repeatedly will switch the control from MAN to COA to COM to SKP.

MAN vs COM	- One player game.
	- Controller 1 PLAYER against COMPUTER.
MAN vs MAN	- Two player game.
	- Controller 1 PLAYER against Controller 2 PLAYER.
MAN vs COA	- Two player game.
	- Controller 1 PLAYER against Controller 2 COACH
COA vs COM	- One player game.
	- Controller 1 COACH against COMPUTER.
COA vs COA	- Two player game.
	- Controller 1 COACH against Controller 2 COACH
COM vs COM	- COMPUTER against COMPUTER.
	- Computer plays both teams!
SKP vs SKP	- SKIP to the results of the game.
	(in regular season games only.)

* "Auto Skip" - can be used to automatically skip past the display screens of SKP-vs-SKP games on a weekly basis. This feature will allow you to skip to the next game which is set to MAN, COA or COM. (for details - see "② Schedule" of page 18.)

• Game Condition Window

For "Preseason" or "Pro Bowl" games, move the "▷" mark to the "Preseason" or "Pro Bowl" position,press the Ⓐ or Ⓒ button and a Game Condition Window will appear.
Use this window to adjust the time in the quarter and to choose a weather condition.

To adjust the time in the quarter:

Choose "Quarter Length" and press the Ⓐ or Ⓒ button and the quarter length window will appear.
Press the D-button up or down to set the time in each quarter of play. You can choose from 3 to 15 minutes by 1 minute increments. After you have selected a time in each quarter, press the Ⓐ or Ⓒ button.
When you reset the regular season schedule, the time in each quarter is reset to its original setting.

To choose a weather condition:

Choose "weather" and press the Ⓐ or Ⓒ button, the weather select window will appear.
Press the D-button right or left to choose the weather condition and press the Ⓐ or Ⓒ button to enter. (Refer to "Weather Section" in the Road to the Super Bowl section - page 36)

↓ Game Condition Window
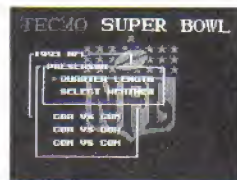
◎ Regular Season Game

① see page 17
② see page 17
③ see page 18
④ see page 18
⑤ see page 18
⑥ see page 18
⑦ see page 21

① Team Control: Use this option to choose the play mode for games between the various teams. (see the Team Control page for details - Page 16)

② Schedule: Use this option to see the 18 (or 17) week schedule of games. You can view up to four weeks ahead or behind by moving the D-button up or down. You can also choose the schedule options 92/93, 91/92, 90/91 or 90/93.

### Colors of games listed in the Schedule.
In the NFL Schedule, three different colors are used depending upon the team control mode setting.

> red   - MAN, COA
> white - COM
> blue   - SKP

* You can also check the playoff Schedule.
The Command Screen is displayed by pressing the Ⓐ or Ⓒ button at the Schedule Screen. You can return to the Schedule Screen by pressing the Ⓑ button. To display the Playoff Schedule, use the D-button to select "Playoffs" and press the Ⓐ

. Command Screen

or Ⓒ button. To see the entire playoff schedule, press the D-button left and right. (See page 22 for more details concerning the reset command and schedule options)
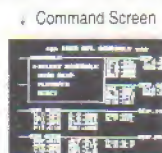
Playoff schedule

←Slide to the right or left →

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* 'Auto Skip' - To automatically skip past the display screens of SKP - vs - SKP games, select 'Auto Skip' from the schedule window. Use the D-button to select "Auto Skip" then press the Ⓐ or Ⓒ button. "To week 0" window will appear. Use the D-button up or down to select the number of weeks you would like to skip. (NOTE: only SKP - vs - SKP games in the weeks chosen will be skipped from the schedule.) Pressing the Ⓑ button continuously will cancel 'Auto Skip".

③ Game Start: Use this mode to start the games in the scheduled order. The flashing match-up on the schedule list highlights the next game to be played. The results of the games will be recorded in the game's memory.

④ NFL Standings: Each team's win/loss record is displayed according to the conference it is in. During the regular season games or after their completion, a red ☆ mark will appear next to the name of the division winner and a blue ☆ mark next to the name of any team that has won a wild card berth. (according to the team's win/loss record)

> PCT   - winning percentage
> PTS   - total points scored
> OP   - total points given up(opponents points)

⑤ Team Ranking: Use this mode to see the offensive and defensive rankings of all the teams in the league, or in one conference, for the following three categories: Rushing, Passing and Total Yardage. Use the D-button to select the category that you want to see and press the Ⓐ or Ⓒ button to enter your selection.

To see the teams ranked below 11th place	Press the D-button down
To return to the higher rankings	Press the D-button up
To see the rankings in another category	Move the D-button to the left or right to move the " ▷ " mark.

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⑥ NFL Leaders: Use this mode to see the records and rankings of the top players in each category. Choose the category and the league or conference that you want to see and then press the Ⓐ or Ⓒ button.

* Changing items - Moving the D-button to the right causes the screen to slide and the item window to appear. Move the D-button up or down to move the " ▷ "cursor in the window and select an item, then press the Ⓐ or Ⓒ button to enter your selection.

⟸ D-button ⟹

| To see the lower rankings | Press the D-button down. |
| To return to the higher rankings | Press the D-button up. |

* Looking at the categories

Play Items

· PASSING
RATING	: Rating points
COMP. %	: Completion percentage
ATTEMPTS	
COMP.	: Completions
YARDS	
YARDS/ATT.	: Yards per attempt
TD PASSES	: Touchdown passes
LST. INT. %	: Lowest interception percentage

· RUSHING
YARDS
ATTEMPTS
YARDS/ATT.   · Yards per attempt
TOUCHDOWNS

· PUNTING
AVERAGE
PUNTS

· SACKS
Select "Sacks " to see the number of quarterback sacks.

· KICKOFF RETURNS
AVERAGE
YARDS
RETURNS
TOUCHDOWNS

· RECEIVING
RECEPTIONS
YARDS
YARDS/RCT.   · Yards per reception
TOUCHDOWNS

· SCORING
POINTS
TOUCHDOWNS
EXTRA PTS.   : Extra points
FG   : Field goals

· INTERCEPTIONS
| INT | : Interceptions |
YARDS
TOUCHDOWNS

· PUNT RETURNS
AVERAGE
YARDS
RETURNS
TOUCHDOWNS

⑦ Team Data: See the section concerning Team Data. (page 11)

◎ Reset command and Schedule options

How can you start a regular season all over again?

Press the Ⓐ or Ⓒ button at the NFL Schedule Screen and a window will appear with SELECT SCHEDULE, AUTO SKIP, PLAYOFFS and RESET.
(To cancel, press the Ⓑ button)

· To choose a new schedule year:

Choose SELECT SCHEDULE and press the Ⓐ or Ⓒ button. The Select Schedule Window will appear. (To cancel, press the Ⓑ button) Use the D-button to choose one of the four Schedule options and press the Ⓐ or Ⓒ button. A Question Window will appear. If you choose "YES", all of the data saved in the cartridge memory will be erased and the Regular Season Schedule will be "reset". You can then start a Regular Season Game from the season you have selected.

· To reset the Regular Season Schedule:

Choose RESET, and press the Ⓐ or Ⓒ button. A Question window will appear. If you choose "YES", the Regular Season Schedule will be reset. (NOTE: You don't need to use "Select Schedule" in order to "Reset" the Regular Season Schedule.)

↓ Question Window

If you continue your Regular Season Game(s) to the Playoff level, the Playoff Schedule and graph will appear. Pressing the Ⓑ button at this point will return the schedule to the screen, then you can call up the reset command to clear the memory.

4. GAME START

It's time to start the action!

When you have finished checking all of the data and making your team settings, select your Team Control mode.

NOTE: When you are getting ready to play a regular season game by yourself, be sure to start the game after checking the schedule and the Team Control mode, because the schedule may be set to a two player game of MAN vs MAN or COA vs COA, in which case you won't be able to play a one player game.

Control Pad

Start Button

D-button

Ⓐ Ⓑ Ⓒ
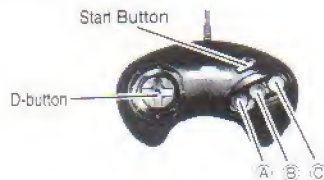
Before the game begins, the referee performs the coin toss to determine which team has the right to choose the first kick off or return. The team that wins the coin toss can choose to either make the first half kick off or return it.

To skip the coin toss screen -
Press the Ⓑ button

◎ List of Control Techniques

Kick off & Half time

Kick off Choose whether you are going to make the kick off or return it.	Use the D-button to make your choice and press the Ⓐ or Ⓒ button to enter your choice
When you want to skip a screen	Ⓑ button

Kick return in the end zone

Making a touchback when catching a ball in the end zone	Press the Ⓑ button while your returner is in the end zone

Play Selections

Selecting a PASS play	The D-button and the Ⓐ button simultaneously
Selecting a RUNNING play	The D-button and the Ⓑ button simultaneously
Selecting a DIVE play	The D-button and the Ⓒ button simultaneously
For a field goal, punt, time out, player substitution, or to change a player's position	Press the Ⓐ or Ⓒ button to open the window, use the D-button to make your selection, and press the Ⓐ or Ⓒ button to enter your choice or the Ⓑ button to cancel your choice
Entering your choice	Ⓐ or Ⓒ button
Canceling your choice	Ⓑ button
Looking at the player's data (in the player substitution screen)	Start button

Offense

Choosing a control mode	Ⓐ or Ⓒ button
Snap	Ⓐ or Ⓒ button
Kick	Ⓐ or Ⓒ button
Knocking down a player on the other team	Come into contact with the player and then press the Ⓐ or Ⓒ button repeatedly
Selecting a receiver	Ⓐ or Ⓒ button
Throwing a pass	Ⓑ button

Defense

Choosing the controllable player	The Ⓐ or Ⓑ button when both teams are ready for play
Diving tackle	Get near the player carrying the ball and press the Ⓑ button
Knocking down a player on the other team	Come into contact with the player and then press the Ⓐ or Ⓒ button repeatedly

List of Main Window Control

Choosing items	D-button
Entering your choice	Ⓐ or Ⓒ button
Canceling a selection and returning to the previous screen	Ⓑ button
Looking at the player's data for the starters	Start button
Choosing a control mode	Ⓐ or Ⓒ button

◎ Kick off

• To kick off - press either the Ⓐ or Ⓒ button.

A kick off meter will be displayed at the top of the screen. This meter will grow longer and then restart. The longer the meter is the farther the kick will go. Watch the meter carefully and kick the ball by pressing the Ⓐ or Ⓒ button when the meter is at its longest point.

• To make an onside kick -

Kick the ball when the meter is in the blue.

You can control the player carrying the ball when the kick is being returned or when the ball has been recovered by the kicking team on an onside kick.

◎ Touchback

• To make a touchback inside your end zone - press the Ⓑ button, when your returner catches the ball in your end zone. When your returner catches the ball in your end zone, you can choose to control him and keep running or you can make a touchback by pressing the Ⓑ button.
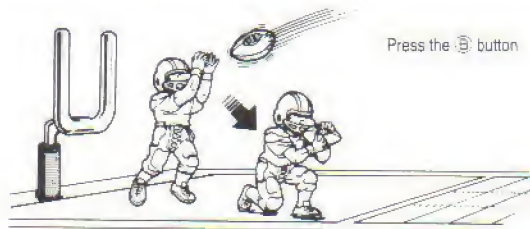
Press the Ⓑ button

©Controlling the Offense

Once the play has been whistled dead, the play select screen will appear.

↓ The Play Select Screen

Name of the player carrying the ball

Press the controller buttons in accordance with the diagrams displayed on the screen to run the play that you have chosen. (For a pass play - Use the D-button and the Ⓐ button; For a running play - Use the D-button and the Ⓑ button; For Dive play - Use the D-button and the Ⓒ button.)
• To display the Play Strategy Window - press the Ⓐ or Ⓒ button. (press the Ⓑ button to close the window)

↓ Play Strategy Window
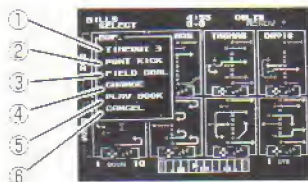
Use the D-button to select a play category and press the Ⓐ or Ⓒ button to enter your choice.

① Use this mode to call a timeout and stop the clock. (you can take three timeouts each half)
② Use this mode to kick a punt (and give the ball to the other team) by pressing either the Ⓐ or Ⓒ button. Once your center snaps the ball the kick meter will begin. The longer the meter is the farther the kick will go. Watch the meter and make your kick by pressing the Ⓐ or Ⓒ button at just the right time.

③ Use this mode to try a field goal.
· To make a kick - press the Ⓐ or Ⓒ button.

The " ▷ " mark moves up and down.

After your center has snapped the ball, instead of the kick meter, a " ▷ " mark, which determines the direction of the kick, will move up and down in front of the kicker.
The ball will fly in the direction of the ' ▷ " mark, so time the mark carefully and then press the Ⓐ or Ⓒ button to make your kick.

④ Use this mode to call up the offensive substitution screen. The offensive substitution screen will also appear when a player is injured.

↓ Offensive Substitution screen
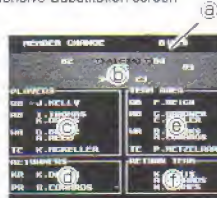
ⓐ Team name.
ⓑ The players' positions are displayed according to their jersey numbers and position indicators.
ⓒ The names of players who are currently in the game.
ⓓ The names of kick off and punt returners.
ⓔ The names of players on the bench. An X mark appears next to the names of injured players, indicating that they cannot play in the game.
ⓕ The names of players who can be substituted for kick off and punt returner are displayed.

⑤ Use this mode to substitute the play patterns in your play book. (See page 14 for details of making substitutions in your play book.)
⑥ Use this mode to close the Play Strategy Window. (same function as the Ⓑ button)

• After, you have chosen your play from the play select screen, you are ready to begin the action.

• To make the snap - press the Ⓐ or Ⓒ button

First down chains

*Pass Plays

Pass plays can only be made by first choosing a pass play from the play select screen.

To choose a pass receiver after the snap	Press the Ⓐ or Ⓒ button
To pass the ball to the receiver with the ▼ mark displayed above him	Press the Ⓑ button

After making the snap (by pressing the Ⓐ or Ⓒ button), get ready to make the pass. A ▼ mark will be displayed above your eligible receiver. Press the Ⓐ or Ⓒ button to move the indicator to the receiver that you want to throw the ball to.

* If your quarterback does not have a very high passing ability (pass control) , your pass may not go where you intend it to go. Whether or not a pass is completed depends upon the ability of your quarterback and your receiver. It's a good idea to avoid trying to make passes that you don't have a good chance of completing. Use passes wisely to get past the defense and into the end zone for a touchdown.

*Running plays

To control the player carrying the ball	D-button
To knock away the defensive players trying to make a tackle	Press the Ⓐ or Ⓒ button repeatedly.

* Dive play

• To select a dive play - Press the D-button (in any direction) and the Ⓒ button simultaneously during the play select screen display.
On the play select screen (offense), press the D-button (in any direction) and the Ⓒ button simultaneously. When you are ready to begin the action, press the Ⓐ or Ⓒ button to snap the ball. Then your offensive team will make a dive play automatically. Making the dive play is a convenient way to gain a few yards.

©**Controlling the Defense**
a) When the play select screen has appeared, try to guess what type of play the offense is going to run and then use the controller to choose your defense.

| To defend against pass plays	Press the D-button together with the Ⓐ button.
To defend against running plays	Press the D-button together with the Ⓑ button.
To defend against dive play	Press the D-button together with the Ⓒ button
To look at the commands in the Defense Window	Press the Ⓐ or Ⓒ button. (press the Ⓑ button to close the window)
To choose a command	Use the D-button.
To enter a command choice	Press the Ⓐ or Ⓒ button

Defense Window ↓
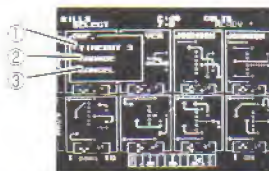
① Use this mode to call a timeout and stop the clock. (you can take three timeouts each half)
② Use this mode to call up the defensive substitution screen. You can check the defensive line-up and change the returners.

③ Use this mode to close the window. (same function as the Ⓑ button)

b) When both you and your opponent have chosen your plays, you are ready to begin play.

Select the player that you want to control -
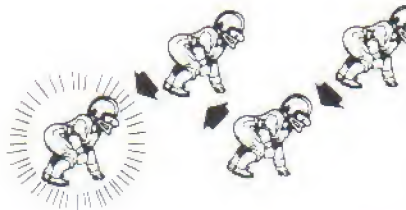
While you are both lined up for the play press the Ⓐ, or Ⓑ button. Each time you press the button the player you can control will change.

To control your player	Use the D-button
To make a diving tackle	Get near the other player and press the Ⓑ button. (this can knock down any player)
To shake off a player who has grabbed onto you	Press the Ⓐ or Ⓒ button repeatedly

☆ Making substitutions

↓ Offensive Substitution Screen   ↓ Defensive Substitution Screen
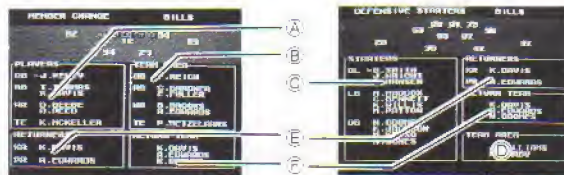
Ⓐ offensive line up
Ⓑ bench
Ⓒ defensive line up
Ⓓ bench only for substituting an injured returner
   (In the All Star team, this is not displayed)
Ⓔ kick off and punt returners who are currently in the game
Ⓕ bench for returners

• To move the " ▷ " mark for selecting players - use the D-button. The " ▷ " mark can be moved in the "Players" and "Returners" columns.
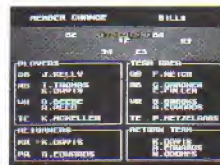
* To look at the data for the player that you have selected - press the Start button.
* When you move the " ▷ " mark within the "Players" column, the position of the player being chosen will be highlighted.

1) Making offensive player substitutions:

Choose the offensive player that you want to replace, press the Ⓐ or Ⓒ button and the "▷" mark will appear in the "team area" column. Move this marker to the name of the player that you want to put in the game and press the Ⓐ or Ⓒ button again. The substitution is then made.

2) Making defensive player substitutions:

✢ The defensive line-up cannot be changed.
However, when a defensive player with a returner qualification get injured a substitution can be made.

• When a defensive player is injured while returning, the defensive substitution screen will be displayed.
Move the "▷" mark to the defensive player that you want to put in the defensive line-up and press the Ⓐ or Ⓒ button. You must also change the injured player in the returner column.

3) Making returner substitutions:

· Choose the returner that you want to replace, press the Ⓐ or Ⓒ button, and the "▷" mark will appear in the "Return Team" column. Move the "▷" mark to the player that you want to put in the line-up and press the Ⓐ or Ⓒ button to make the substitution.
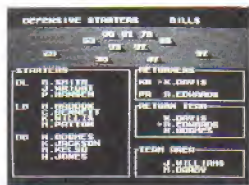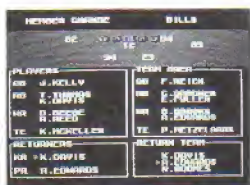
Player Substitutions

* There are certain limitations on substitutions due to the positions of the player.

Positions	Positions available for making substitution
QB	→QB only
RB, WR, TE	→RB, WR, TE
KR, PR	→Limited players (names at the return team column)

* QB = quarterback, RB = running back, WR = wide receiver, TE = tight end, KR = kick off returner, PR = punt returner, T = tackle, G = guard, C = center, DL = defensive lineman, LB = linebacker, DB = defensive back

* When a play has been whistled dead, players on the offensive team may be injured. Injured players cannot return to the game until they have recovered from their injuries. Make substitutions to replace the injured players. (see page 31 for details on player substitutions) Some players will need as many as three games to recover from their injuries.

" If your player gets injured, he won't be able to play in the game."

" I'm finally getting out of the hospital! Now I'm really going to go wild!"

◎ Game Composition

A game is made up of the first and second quarters, followed by half-time (which can be skipped by pressing the Ⓑ button) and then by the third and fourth quarters.

5. The Road to the Super Bowl

The road to Super Bowl is long and rigorous. Without outstanding technique and play strategy the Super Bowl is an unattainable goal. Keep polishing your skills and use your best play strategy to achieve victory.

TECHNIQUE SECTION

★ Running Plays
☐ Avoiding a diving tackle

When the COM is about to make a diving tackle, the defensive player will get ready to dive, then he will attempt to tackle your player. To avoid being tackled get out of the way just as he is getting ready to dive.
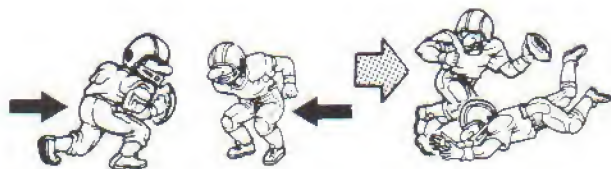
* If the defensive player gets ready to dive.   get out of the way.

☐ Make the most of your running back's talents

Some running backs like to use their strength to bowl over the defense and plow straight ahead, while others like to use special techniques and speed to avoid tackles. When you are controlling a powerful runner (a runner with great hitting power), have confidence in his strength and run him straight at the defense.

When you are controlling a skillful running back (a runner with running speed and rushing ability), head upfield by eluding the defense's tackle attempts.

★ Pass plays
☐ Look for an open receiver

Don't throw a pass to a receiver who is well covered by the defense or the pass may be knocked down or intercepted. Look for an open receiver and then pass the ball to him.

Well covered receiver

Well covered receiver

Open receiver
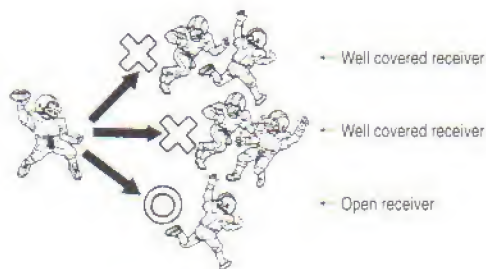
☐ The success of your passes depends on the ability of your quarterback and receiver

The greater the ability of your quarterback and receiver, the easier it will be for you to complete passes. With talented players it is possible to make passes even when your players are covered. However, if your receiver is not talented, he might drop the ball even though he's wide open. Likewise, if your quarterback isn't talented, he might throw the ball so badly that your receiver can't catch it.

☐ Use your ace receiver when it really counts

If you have an ace receiver on your team who is extremely talented, try throwing the ball to him in situations where it really counts.

★ Defense
☐ Intercepting the other team's passes

Move your defenders into the area that the offensive team's pass is heading. Then, if your defenders are talented enough, they might be able to make an interception.

STRATEGY SECTION

☐ Make the most of your team's talents

There are many different types of teams ----- good passing teams, good running teams, strong defensive teams, etc. Find out what your team's strengths are and then make your play choices based on those strengths.

☐ Take away your opponents strong points

Study your opponent to discover his strengths and weaknesses. During the game concentrate on shutting down your opponent's favorite plays and upsetting his game plan.

WEATHER SECTION

☐ The weather condition is an important factor of the game. The weather will be determined as follows.

◆ In preseason and pro bowl games:

You are able to choose the weather conditions. You can simulate your team-ability under snow and rain conditions, and develop a plan of tactics under any weather.

◆ In the regular season game:

The weather conditions are determined by the season, by the region where the game is being held and by the probability of rain or snow. For example, a winter game, played in a wet northern area will have a high probability of snow.

On the contrary, a game played in a dry southern area is likely to have nice weather.

To win the game under bad weather conditions, you must consider a plan of tactics for your team by playing preseason games under bad weather conditions.

* When playing in rain or snow, the player you are controlling may slip and fall.

AUTO START SECTION

☐ SEASON GAMES

For Season Games, if you have not set "Auto Skip", the computer can automatically skip thru the various display screens for games which are set to SKP-vs-SKP in the Team Control screen.

↓ Options Window

Pressing the START BUTTON and the Ⓐ or Ⓒ button simultaneously.
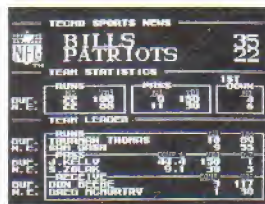
Select "Game Start" from the options window. By pressing the START BUTTON and the Ⓐ or Ⓒ button simultaneously, the display screens of SKP-vs-SKP games will sequence automatically.

↓ TECMO SPORTS NEWS

You may cancel this choice by pressing the Ⓑ button during the "Tecmo Sports News".

When the game pauses, press any button once again to return to the Options Window.

6. Team Introductions

AFC EAST

BUFFALO BILLS   **BILLS**

The Bills' offense revolves around quarterback Jim Kelly and running back Thurman Thomas. Kelly's leadership and pinpoint passing combined with Thomas's great running and receiving skills makes the Buffalo offense potent. Opposing teams also have a tough time covering speed receivers Andre Reed and Don Beebe. With defensive ends Bruce Smith and Phil Hansen and nose tackle Jeff Wright, the Bills defensive line excels at both stuffing the run and defending pass plays.

INDIANAPOLIS COLTS   **COLTS**

Although it isn't flashy, the Colts' offense is a consistent, ball-control unit that will score points. Quarterback Jeff George has several multi-talented weapons in his arsenal, including running backs Anthony Johnson and Rodney Culver, and wide receivers Reggie Langhorne and Jessie Hester. The addition of defensive lineman Steve Emtman and linebacker Quentin Coryatt strengthened the team's up-and-coming defense. Punter Rohn Stark is one of the best in the league.

MIAMI DOLPHINS   *Dolphins*

The emergence of running back Mark Higgs helps keep opposing defenses off-balance and unprepared for the long-ball passing game of quarterback Dan Marino. Tight end Keith Jackson's blocking and receiving has given the Dolphins' offense a new dimension. Defensive ends Marco Coleman and Jeff Cross do an excellent job of pressuring quarterbacks out of the pocket, while linebackers John Offerdahl and Bryan Cox excel at punishing ball carriers. Kicker Pete Stoyanovich consistently can makes field goals in the 40-50 yard range.

NEW ENGLAND PATRIOTS   *Patriots*

Wide receiver Greg McMurtry and tight end Marv Cook are big targets who will go over the middle and make the tough catch. Running backs Leonard Russell and Jon Vaughn have deceptive speed and are tough to bring down in the open field. Linebackers Vincent Brown and Andre Tippett are an instinctive pair of hitters that hustle from sideline to sideline in pursuit of ball carriers.

JETS NEW YORK JETS   *JETS*

When quarterback Boomer Esiason looks to go deep, he hopes to find wide receiver Rob Moore, and when he looks for an easy first down, it's usually to tight end Johnny Mitchell. Running back Brad Baxter's low-to-the-ground running style makes it difficult for defenders to get under him. Led by defensive linemen Jeff Lageman and Leonard Marshall and linebackers Kyle Clifton and Mo Lewis the Jets' defense will ground any unsuspecting enemy ball carriers who wander into their zone defense.

AFC CENTRAL

CINCINNATI BENGALS
The strong right arm of quarterback David Klingler propels the Bengals' offense. Running backs Harold Green and Derrick Fenner are a pair of bruising runners with the speed to break off a long run. Outside linebackers Alfred Williams and James Francis excel at applying pressure on opposing passers.

CLEVELAND BROWNS
Eric Metcalf, Leroy Hoard, and Tommy Vardell give the Browns more depth at running back than any team in the NFL. Wide receiver Michael (Thriller) Jackson gives quarterback Bernie Kosar a long-ball threat. Defensive lineman Michael Dean Perry anchors the defensive line. Linebacker Clay Matthews has good range and pursuit when defending the run, and can run with and cover a back or tight end in passing situations.

HOUSTON OILERS
Quarterback Warren Moon's precision passing triggers the Oilers' explosive Run-and-Shoot offense. As a unit, the speed and hands of wide receivers Haywood Jeffires, Ernest Givins, Curtis Duncan, and Webster Slaughter are unmatched by any other group of receivers in the league. Lorenzo White is a workhorse running back who is elusive in the open field. Defensive linemen Ray Childress and William Fuller will hit anything that moves. Linebacker Al Smith is an alert and instinctive defender who can get between blockers and find the ball. Punter Greg Montgomery has one of the strongest legs in the league.

PITTSBURGH STEELERS
Running back Barry Foster is a big-play runner who gets a lot of his yardage after contact. Quarterback Neil O'Donnell has two huge pass targets in tight ends Eric Green and Adrian Cooper. Speedy wide receiver Dwight Stone can run 40 yards in 4.25 seconds. Linebacker Greg Lloyd is an explosive hitter who makes good decisions when pursuing the ball. Cornerbacks Rod Woodson and David Johnson excel in man-for-man coverage. Woodson is also one of the best kickoff returners in the NFL. Kicker Gary Anderson is consistent in the 35-45 yard range.

AFC WEST

D DENVER BRONCOS   **BRONCOS**

Regardless of whether he's throwing or running, John Elway is one of the most gifted quarterbacks in the league. Running back Rod Bernstine is a very determined runner who is difficult to bring down in the open field. Tight end Shannon Sharpe catches the ball well in a crowd. Linebackers Simon Fletcher, Mike Croel, and Karl Mecklenburg wreak havoc on opposing ball carriers and quarterbacks. Safeties Steve Atwater and Dennis Smith are a hard-hitting duo who make receivers hear footsteps.

KANSAS CITY CHIEFS   **CHIEFS**

Running backs Christian Okoye and Barry Word excel at running between the tackles, while Harvey Williams is an elusive speedster whose forte is running to the outside. Wide receivers Willie Davis and J.J. Birden can stretch a defense with their speed. Linebacker Derrick Thomas is an explosive, upfield pass rusher who beats blockers with his quickness. Defensive linemen Neil Smith and Dan Saleaumua are tough competitors who will chase a ball carrier downfield to make a play. Nick Lowery is one of the best clutch kickers in the league.

LOS ANGELES RAIDERS   **RAIDERS**

With the addition of quarterback Jeff Hostetler, the Raiders will utilize more ball control in their offense. Gaston Green is an explosive runner who can go the distance on any given play. Sure-handed wide receivers Tim Brown and James Lofton are difficult for defensive backs to contain. Led by defensive linemen Greg Townsend, Anthony Smith, and Howie Long, the Raiders' defense does a good job of applying pressure on opposing quarterbacks. Punter Jeff Gossett and kicker Jeff Jaeger are two of the best at their positions.

SAN DIEGO CHARGERS   **CHARGERS**

Quarterback Stan Humphries is a poised field general who has good anticipation of receivers Anthony Miller and Nate Lewis. Ronnie Harmon, Marion Butts, and Eric Bieniemy comprise one of the swiftest group of running backs in the NFL. Tight end Derrick Walker is a powerful blocker who's adept at getting open in the flat. The hustling pursuit of linebackers Junior Seau, Gary Plummer, and Jerrol Williams makes it very difficult to gain yards against the Chargers' defense. Defensive ends Leslie O'Neal and Burt Grossman are the bookends of a solid defensive unit.

SEATTLE SEAHAWKS   **Seahawks**

Running backs Chris Warren and John L. Williams are tough inside runners who enable the Seahawks' offense to sustain long drives. Brian Blades is a courageous receiver who will go over the middle. Tight end Ferrell Edmunds offers speed and size. Defensive lineman Cortez Kennedy is a relentless defender who plays every down as if it's his last. Linebacker Rufus Porter has a knack for always being in the right position to stuff a play. Cornerback Dwayne Harper will make a quarterback pay for throwing in his direction.

NFC EAST

⭐ DALLAS COWBOYS   **COWBOYS**

Emmitt Smith is a big-play runner who is a threat to go the distance every time he touches the ball. Quarterback Troy Aikman is a gutty leader who will stand tall in the pocket and wait for his receivers to get open. Wide receivers Michael Irvin and Alvin Harper are game-breakers who must be double covered. Charles Haley is a hybrid outside linebacker who does a solid job of rushing the passer. Cornerbacks Larry Brown and Kevin Smith and safeties Thomas Everett and James Washington make up the Cowboys' underrated secondary.

GIANTS NEW YORK GIANTS   **GIANTS**

The Giants' offense revolves around the passing of quarterback Phil Simms and the nifty running of Rodney Hampton. Diminutive running back David Meggett is a dangerous receiver out of the backfield. Wide receivers Mark Jackson and Ed McCaffrey will go over the middle to make a reception. Linebackers Lawrence Taylor, Pepper Johnson, Carlton Bailey, and Michael Brooks are the catalysts of an aggressive defense that grudgingly gives up yards.

🦅 PHILADELPHIA EAGLES   *EAGLES*

Randall Cunningham's cannon arm and elusive scrambling propels the Eagles' offense. Running back Heath Sherman is a gritty inside runner who will make defenders miss. Fred Barnett and Calvin Williams are ball-hawking receivers with outstanding leaping ability. On defense, there is Seth Joyner, a heavy-hitting linebacker who makes big plays. Defensive end Clyde Simmons has the ability to react off a block and find the ball.

🦅 PHOENIX CARDINALS   **CARDINALS**

Wide receivers Gary Clark, Randal Hill, and Ernie Jones are speedy, sure-handed receivers who are tough to defend. Hill is one of the fastest players in the NFL. Defensive lineman Eric Swann does an excellent job of shedding blockers and finding the ball carrier. Linebackers Ken Harvey and Eric Hill are solid against both the run and the pass. Cornerback Aeneas Williams closes on the ball very well and usually finds himself in position to make an interception

WASHINGTON REDSKINS   **REDSKINS**

Quarterback Mark Rypien loves to throw deep because he has a pair of outstanding receivers in Ricky Sanders and Tim McGee. Running backs Earnest Byner, Ricky Ervins, and Brian Mitchell are a trio of stocky runners with the speed to leave defenders in the dust. Defensive end Charles Mann is one of the NFL's premier pass rushers. Linebackers Andre Collins, and Kurt Gouveia play smart and are always around the football.

NFC CENTRAL

CHICAGO BEARS   BEARS

Jim Harbaugh's forte is the short-to-medium range passing game. Running backs Neal Anderson and Darren Lewis are a formidable pair that can hurt a team with their running and receiving. Wendell Davis is a highly productive receiver, who will make acrobatic receptions. Defensive linemen Richard Dent, Steve McMichael, and Trace Armstrong are consistent against both the pass and the run. Cornerback Lemuel Stinson and safety Mark Carrier are ballhawks who will make a quarterback think twice about throwing in their direction.

DETROIT LIONS   LIONS

Rodney Peete is a nimble-footed quarterback who makes things happen. The addition of linemen Bill Fralic and David Richards bolsters the Lions' offense. Running back Barry Sanders has quick upfield moves and will leave defenders grabbing air. Linebacker Pat Swilling is one of the league's premier pass rushers. Safeties Bennie Blades and William White are heavy hitters who make receivers hear footsteps.

GREEN BAY PACKERS   PACKERS

Quarterback Brett Favre and wide receiver Sterling Sharpe are the catalysts of the Packers' offense. Favre has a strong arm and is a master at the play-action pass, while Sharpe is among the elite receivers in the league. Tight ends Jackie Harris and Ed West are big, sure-handed receivers who are tough to defend. Tony Bennett, Bryce Paup, Brian Noble, and Johnny Holland comprise one of the most formidable linebacking corps in the NFL. The addition of defensive linemen Reggie White and Bill Maas improves the Packers' young defensive unit.

MINNESOTA VIKINGS   VIKINGS

Running back Terry Allen has good vision and deceptive speed, which enables him to elude defenders in the open field. Wide receiver Anthony Carter is the team's deep threat. Tight end Steve Jordan fulfills the role of possession receiver. Defensive end Chris Doleman is quick off the ball and does a good job of slipping through blockers and finding the ball carrier. Linebackers Jack Del Rio and Carlos Jenkins make good reads and rarely are caught out of position. Cornerback Carl Lee is the stabilizing force in the secondary.

TAMPA BAY BUCCANEERS   BUCCANEERS

The Buccaneers' offense revolves around the running of Reggie Cobb and the receiving of Lawrence Dawsey. Tight end Ron Hall is a fine blocker who will make big catches over the middle. Linebacker Broderick Thomas's hard hitting sets the tone for the Tampa Bay defense. Defensive end Keith McCants is a tenacious pass rusher who can be a disruptive force to offensive linemen. In one-on-one coverage, cornerback Ricky Reynolds is one of the best.

NFC WEST

ATLANTA FALCONS   **FALCONS**

The Falcons' Red Gun offense is loaded with exceptional weapons led by wide receiver Andre Rison. Running back Steve Broussard is an excellent receiver out of the backfield, while Eric Dickerson continues to be one of the best runners in the game. The addition of Pierce Holt will strengthen the Falcons' defensive line. Linebacker Jessie Tuggle is an intense competitor who is always around the football. Cornerbacks Deion Sanders, Melvin Jenkins, Bruce Pickens, and Vinnie Clark excel at bump-and-run pass coverage. Sanders also is a dangerous kick returner.

RAMS LOS ANGELES RAMS   **RAMS**

The Rams' offense revolves around the passing of quarterback Jim Everett and the running of Jerome Bettis and David Lang. Wide receivers Henry Ellard and Willie Anderson, and tight end Jim Price are three reliable recovers for Everett. Defensive linemen Sean Gilbert and Fred Stokes are quick off the ball and hustle in pursuit. Defensive backs Darryl Henley, Pat Terrell, Todd Lyght, and Anthony Newman have a knack for making big interceptions.

NEW ORLEANS SAINTS   SAINTS

Dalton Hilliard, Vaughn Dunbar, and the multi-talented Brad Muster comprise a very productive backfield that keeps opposing defenses off balance. Wade Wilson is the perfect quarterback for the Saints' ball-control offense, which utilizes a short-to-medium passing game. Led by linebackers Rickey Jackson, Vaughan Johnson and Sam Mills, and defensive end Wayne Martin, the Saints' defense is a tenacious unit that can be a disruptive force to any offensive game plan.

SAN FRANCISCO 49ERS   **49ERS**

The passing and running of quarterback Steve Young makes him one of the most dangerous players in the NFL. Defenses have a tough time stopping running backs Ricky Watters, Amp Lee, and Tom Rathman. Wide receivers Jerry Rice and John Taylor combine sure hands and blazing speed to make up one of the best receiving tandems in the NFL. Linebacker Bill Romanowski is a hustling defender who will hit anything that moves. Veteran cornerback Don Griffin and safety Dana Hall lead the secondary.

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90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Cartridge ("Game Cartridge") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the defective Game Cartridge, at its option, free of charge.

To receive this warranty service:

1. DO NOT return you defective Game Cartridge to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1-310-787-2900.
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Cartridge, and return it freight prepaid, and insured against loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

<div align="center">

Tecmo, Inc. Consumer/ Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

</div>

This warranty shall not apply if the Game Cartridge had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the Game Cartridge develops problems after the 90-day warranty period. you may contact the Tecmo Consumer Service Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the Defective Game Cartridge and return the defective Game Cartridge "freight prepaid" and insured against loss or damage to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the Game Cartridge or replace it with a new or repaired Game Cartridge. If replacement Game Cartridges are not available, the defective Game Cartridge will be returned and your payment refunded.

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